



LIVE™ ONLINE ENABLED

PROJECT: SNOWBLIND™



eidos

DEFAULT CONTROLS



MENU CONTROLS

Start/Pause game	○
Select menu item	○ or + ↑ / ↓
Change setting	○ or + ← / →
Confirm selection	○ or ▶
Cancel/Back to previous menu	○

INVENTORY CONTROLS

Open inventory	○ (hold)
Select inventory section/item (with inventory open)	○ (hold) + L or +
Equip selected item	Release ○

Note: You can also select items with the inventory closed. See On Foot Controls below.

ON FOOT CONTROLS

Move	○
Look/Aim	○
Fire primary weapon/Throw held object/ Charge Kinetic Kicker	○
Use secondary weapon/Quick detonate grenade after throwing/Activate riot wall	○
Toggle to previous primary weapon	○ (tap)
Cycle through primary weapons (with inventory closed)	+ ↑ / ↓
Cycle through secondary weapons (with inventory closed)	+ →
Cycle through augmentations (with inventory closed)	+ ←
Alt Fire (primary weapon)/Push object (with Kinetic Kicker)	L
Punch/Melee attack	L (click)
Use/Cancel selected bio-augmentation	Y
Crouch	B
Jump	A
Reload primary weapon/Talk/Interact with object/Open unlocked door/Climb or descend ladder	X
Precision aim/Close look (primary weapon)	R (click)
Toggle Navigational Display mode	◀

IN VEHICLE CONTROLS

Enter vehicle	X
Steer	L
Accelerate	A or L ↑
Brake/Reverse	X or L ↓
Fire primary weapon (if equipped)/ Car horn	R
Fire secondary weapon (if equipped)	L
Turret control	R
Exit vehicle	B

OGRE CONTROLS

Move Ogre legs	L
Rotate Ogre body/Aim weapons	R
Auto center	Y
Fire machine gun	R
Fire rockets	L

SINGLE PLAYER HACKING CONTROLS

Fire icepick into panel/Hack panel	R
Select option from hacked panel display	L or R ↑ / ↓
Execute selected option	A
Aim/Control gun turret	R
Fire gun turret	R
Pan surveillance camera	R
Zoom camera in/out	L
Exit hacked panel display	B

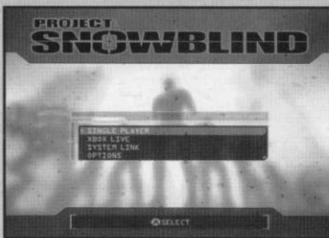
MULTIPLAYER HACKING CONTROLS

Select hack tool/Execute hack	X
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EMPLACEMENT CONTROLS

Use emplacement	X
Fire emplacement	R
Emplacement control/Aim	R
Auto level emplacement	Y
Exit emplacement	B

GETTING INTO THE GAME



MAIN MENU

The Main Menu appears after you power-up the game. Use the menu controls to select the following options:

SINGLE PLAYER	Fight through the hell of an urban civil war. Depending on the mission, you will fight alone or lead a Coalition squad.
XBOX LIVE	Play online with up to 15 other Internet players (16 players total).
SYSTEM LINK	Play over a System Link connecting up to 16 Xbox consoles.
OPTIONS	Adjust various game settings, including: <ul style="list-style-type: none">■ Controls — Select a control scheme.■ Invert Vertical Axis — Toggle the camera view on (inverted) or off (normal).■ Look Sensitivity — Adjust the camera response time.■ Volume — Adjust the volume of SFX (sound effects), Music and Xbox Communicator (multiplayer only).■ Brightness — Adjust the brightness of your TV screen.■ Vibration & Subtitles — Turn the controller's vibration function and game subtitles on/off.■ Voice Sound — Toggle players' voices to be heard over the Xbox Communicator or speakers.

WHO ARE YOU?

You are Nathan Frost, a bio-enhanced super soldier. In addition to weapons expertise with firearms and explosives, you can use specialized bio-augmentations. These bio-augmentations were surgically hard-wired into your body. You now have lethal combat skills never before seen on the battlefield.

But there is a tactical downside. You are vulnerable to EMP (Electro Magnetic Pulse), which can disrupt your onboard electronics and render you momentarily or permanently helpless. Your bio-augmentations begin to fail and you become snowblind until your systems recover.

MISSIONS

You must complete missions as issued by Coalition Command. In every mission you must complete all primary objectives (objectives are added as the mission proceeds), protect yourself and protect your men. You will undertake two different mission types:

- **Firefight missions** that are all-out urban warfare.
- **Stealth missions** where you attempt to infiltrate key areas before attacking the objective. Discovery in this type of mission makes the job much tougher.

MISSION OBJECTIVES

Your orders are assigned as mission objectives.

- Mission objectives appear as yellow circles on the Radar. (See page 8.)
- Press **□** to see primary and secondary objectives (on the Pause screen) during play.
- Press **△** to toggle Navigational Display mode, which marks the direction to the next objective.
- Coalition Command will be in contact via radio with objective updates and intel.

GAME SCREEN

- 1 Health Level
- 2 Bio-energy Levels
- 3 Radar/Compass

- 4 Crouched Icon
- 5 Augmentation Meter
- 6 Selected Bio-augmentation
- 7 Secondary Weapon
- 8 Ammo Remaining
- 9 Primary Weapon



Reticle

GAME SCREEN INDICATORS

HEALTH LEVEL	Each time you take a hit, the red decreases in the meter. When you get to a critical state the meter flashes white and an alarm sounds.
BIO-ENERGY LEVELS	This blue meter powers your bio-augmentations. Hatching indicates the amount of energy required to activate the selected bio-augmentation. Using bio-augmentations depletes the meter.
RADAR/COMPASS	<ul style="list-style-type: none"> ■ Single Player — Shows enemy locations (red blips), friendly locations (green blips), neutral bot/unarmed human locations (white blips) and mission objectives (yellow circles). The solid arrow around the radar represents <i>North</i> on the compass. When an alarm is activated the radar flashes red. ■ Multiplayer — Shows Ammo Station (light blue blips) and First Aid Stations (green blips). Walk up to these and press X to load up on ammo or replenish health. During Capture the Flag games, also shows flag positions (large red or blue blips), flags in transit (team colors) and mission objectives (yellow blips).
PRIMARY WEAPON	The primary weapon you currently hold.
AMMO REMAINING	Large number indicates rounds remaining in clip or magazine of your selected weapon. Small number indicates total rounds you have. Empty the weapon and you auto reload. Manually reload by pressing X .
SECONDARY WEAPON	The secondary weapon you currently hold. Throw it by pressing Y . Press Y again to detonate/activate the weapon after throwing it. Its name and number remaining appear next to its icon.
SELECTED BIO-AUGMENTATION	The bio-augmentation you will use when you press Y .
AUGMENTATION METER	Shows the bio-augmentation energy consumption during use of a skill. When the reserve runs out, the skill terminates and the reserve recharges to optimum if you have enough bio-energy. Audio alerts tell you both when the reserve is optimum and when it is approaching zero.
RETICLE	<p>Use the reticle to aim a weapon:</p> <ul style="list-style-type: none"> ■ The reticle turns red when over a hostile. ■ It turns green when over a friendly. ■ Watch the Ammo Gauge Circle to see ammo remaining before you need to reload. ■ With some primary weapons, pull and hold R and watch the charge level in the reticle to insure max power before releasing the button to fire the shot.
CRUCHED ICON	When you press B to crouch, this icon appears. You move slowly in this position but present a smaller target. Press B again to stand upright; you're now able to move faster.
AMMO ICON	(Not shown.) Appears when you pick up or walk over ammo.

INVENTORY



Primary Weapons
Secondary Weapons
Bio-augmentations

The inventory has three categories: *Primary Weapons*, *Secondary Weapons* and *Bio-augmentations*. All inventory items must be acquired.

When you have items in inventory:

- Press and hold **O** to open the inventory.
- While holding **O**, use **L** or **R** to select a category and item. You can select multiple items at the same time.
- Release **O** to equip the selected item(s).

You can also make selections without opening the inventory.

While in-game (with the inventory closed):

- Press **O** **↑** / **↓** to cycle forward/back through the primary weapons.
- Press **O** **→** to cycle through secondary weapons.
- Press **O** **←** to cycle through bio-augmentations.

WEAPONS

A briefing appears when you acquire a weapon. Study this to understand the weapon's full capabilities.

PRIMARY WEAPONS

BASIC PRIMARY WEAPONS

These are your three basic primary weapons. You will find more awesome firepower as you progress through battle.



PISTOL Silenced close-range weapon perfect for stealth.

CARBINE Standard military issue automatic rifle, highly effective during firefights.

SHOTGUN Lethal weapon for close combat.

AIM & FIRE

Use **R** to aim your weapon and pull **R** to fire (pull and hold for automatic weapons).

- The reticle turns red when aimed at an enemy. It projects a red pointer if you've taken damage from that enemy.
- The reticle turns green when positioned over a friendly.

PRECISION AIM

Click **R** to toggle zoom in/out.

- The sniper rifle has 2x and 4x scope magnification.
- The weapon automatically disengages from precision aim when reloading.

ALT FIRE

Primary weapons have an alternate fire mode. To use it, pull **L**.

NOTE: Check the weapon briefing when you acquire the weapon to view special alt-fire characteristics. You can also see weapon use details by selecting the weapon in inventory.

SPECIAL TOOLS

These special non-weapon tools also reside in the primary weapons inventory:

KINETIC KICKER Tool used to push or pull objects, and to collect ammo or other collectible items. (See page 14.)

ICEPICK Hack tool for several types of electronic equipment. (See page 15.)



SECONDARY WEAPONS

To use the selected secondary weapon, press **●**.

THROW/AIM

When using a grenade or riot wall, move **R** to aim your throw, then press **●** to throw.

NOTE: Learn to judge the trajectory of a thrown weapon and raise your aim to compensate for the distance you need to throw.

DETONATE OR TRIGGER

All secondary weapons except nano boost explode or deploy using built-in timers, but you can manually detonate at will by tapping **●** a second time after throwing. For example, while a frag grenade is in midair, tap **●** a second time to create a lethal air burst.

GRENADE TYPES

FRAG	The explosion sends metal fragments in every direction. Good anti-personnel weapon for multiple enemies in a cluster. Can be dodged by target.
EMP	Electromagnetic pulse damages or disables electronic circuitry. Use against sentry bots, auto turrets or to disable shield units carried by soldiers.
FLSH	Flash-bang stun grenades explode with blinding light and concussion. They are non-lethal. Use to escape a deadly situation or shock enemies as you attack.
GAS	Unleash a lethal cloud of poisonous gas.
SPDR	Mini spiderbots deploy to track down and open fire on enemy forces. Deploy a couple of these to watch your back or even the odds during a firefight.

SPECIAL TOOL

This special non-weapon tool also resides in the secondary weapons inventory:

NANO BOOST	This device will completely heal you, recharge your bio-energy, rescue you from the brink of death and reverse the Snowblind effect.
RIOT WALL	Thrown device that unfolds into a temporary barrier you can use as cover. Deploy this force field to create a protected position anywhere on the battlefield.

BIO-AUGMENTATIONS

Bio-augmentations are the special combat capabilities that were surgically implanted during your transformation. They draw power from your bio-energy.



Press **Y** to invoke the equipped bio-augmentation. The Reserve gauge begins to discharge as you use the power. When the gauge empties or you press **Y** again, the bio-augmentation terminates and you return to normal.

ENHANCED VISION	Enhanced vision causes all enemies and cloaked mines to stand out from their environment. It makes dark areas brighter for easier navigation, and allows you to see enemies through walls.
CLOAK	Walk undetected within inches of the enemy. This bio-augmentation disengages if you open fire with a primary or secondary weapon.
REFLEX BOOST	This slows the perception of time, allowing you to react more quickly to enemy actions.
ELECTRICAL STORM	Discharge a potentially fatal high-voltage electrical jolt in front of you.
BALLISTIC SHIELD	This protective force field surrounds you and absorbs the damage of attacks. As it absorbs attack, your augmentation meter drains from the effects of the attack and time.

THE SNOWBLIND EFFECT

Your bio-augmentations depend on electronics that are vulnerable to Electro Magnetic Pulse (EMP) attack. When an EMP is launched or some other electronic interference occurs, your vision fills with a white static as the pulse overwhelms your bio-augmentation systems. You will lose some or all bio-energy.

- Use a nano boost to overcome the Snowblind effect.

VITAL TASKS

EVALUATING OBJECTS, ALLIES AND ENEMIES

Point your reticle at a nearby object or soldier (friendly or enemy). A gauge appears displaying the object's type and destructibility, or the soldier's health level, name and rank. You now have the option to interact with the object or talk to the friendly (in most cases) by pressing **A**.

MOVING OBJECTS

You can move some objects.

- Some objects can be picked up/dropped by pointing at them and pressing **A**.
- While holding an object, you can tap **R** to throw it.
- Walk into the object to attempt to push it in the direction you want it to go.
- You can use the Kinetic Kicker to push/pull certain objects. Target an object with the kicker, pull and hold **R** to charge the kicker, then release the trigger to push the object. To pull the object, use **L**.

HACKING

Perform your hacking skills on electronic equipment using the icepick (from the primary weapons inventory). You can hack:

- Security panels.
- Computer panels.
- All types of auto turrets.
- All types of bots.

NOTE: The Ogre is not hackable. It is a vehicle piloted by a human.

HOW TO HACK

With the icepick equipped, point and shoot at an electronic object. Once the icepick deploys by unfolding with an audible clack, you are ready to execute the hack:

- Point at the hacked security panel and pull **R** to bring up the Hack Panel options. Use **L** or **U** to select an option. Press **A** to execute the selected option. Press **B** to hide the Hack Panel options display.
- Hacked security panels can be re-accessed (by pressing **A**).
- If you are attacked while performing a hack, the hacking process stops.
- A misfired icepick is reusable (successfully fired icepicks are spent). To recover a misfired icepick, move within pickup range and press **A** to return it to your inventory.

REPUBLIC SECURITY SYSTEMS

You will encounter auto turrets, security cameras and trip lines set by the enemy. Some of these systems are activated when the enemy presses an alarm switch. You can override certain systems from panels. Turrets and cameras can be disabled, destroyed or turned against the enemy by using your hacking skills.

VEHICLES

Use Phoenixes, Hydras, Titans and Ogres to move quickly or attack the opposition. Hydras, Titans and Ogres give you massive firepower. Even though a Phoenix may be unarmed, you can use it as a ramming weapon.

*IMPORTANT: The turret part of the vehicle moves independently from the body. For example, when you move the Ogre's upper body to aim the guns (**R**), the legs remain pointed in the direction you are walking (**L**).*

COLLECTIBLES

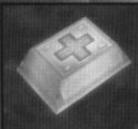
To pick up a collectible (health, bio-energy, ammo), walk over it.

- You can also point at it and press **A** to collect it. (If this doesn't work, move closer and try again.)
- Use the Kinetic Kicker (from the primary weapons inventory) to pull the collectible toward you.

WEAPONS AND AMMO



Most human enemies will drop the weapons they are carrying when defeated, and you can collect these. Find additional weapons, cartridges, shells, rockets, mines and energy cells scattered around the area or contained in supply crates. Destroy supply crates by shooting or punching them to get the collectible inside.



HEALTH

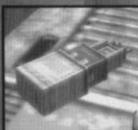
- Pick up a *health pack* for instant first aid. Available in large and small dosages.
- Pick up a *health upgrade implant* to increase your maximum health level.



NANO BOOST

The nano boost is a total treatment. Its benefits include:

- Restoring full health and bio-energy.
- Reversing the Snowblind effect.
- Resurrecting you if used when dying.



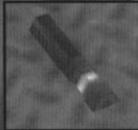
ENERGY CELL

Ammo used by the H.E.R.F. gun and rail laser. The H.E.R.F. gun also has a reserve energy clip.



BIOCELL

- Pick up a *bioenergy cell* to restore your bio-energy meter. Available in large and small sizes.
- Pick up a *bioenergy upgrade* to increase the capacity of your bio-energy meter.



ICEPICK

Necessary for performing hack attacks.

SAVING GAME DATA

You can save your game by:

- Selecting Yes when prompted at the completion of a key objective, to bring up the Save Game screen.
- Using *save points* found in out-of-the-way rooms. Look for the Save Point icon on doors that lead to a save point. Pass through the doors, approach the save point and press **X** to bring up the Save Game screen.



On the Save Game screen, press **L** **↑ / ↓** to select a data file to save to. Press **A**. When prompted to overwrite the current file, select Yes and press **A**.

NOTE: Selecting YES will overwrite older data in a save file. Once you overwrite data, it cannot be restored.

PAUSE MENU

Press **C** to open the Pause Menu. From here you can view both primary and secondary objective assignments and status, load a saved game, and change game options.

RESUME GAME	Resume your current game.
LOAD GAME	Load save game data to continue the game from the point where it was saved.
OPTIONS	Adjust various game settings, including: <ul style="list-style-type: none">■ <i>Controls</i> — Select a control scheme.■ <i>Invert Vertical Axis</i> — Toggle the camera view on (inverted) or off (normal).■ <i>Look Sensitivity</i> — Adjust the camera response time.■ <i>Volume</i> — Adjust the volume of SFX (sound effects), Music and Xbox Communicator (multiplayer only).■ <i>Brightness</i> — Adjust the brightness of your TV screen.■ <i>Vibration & Subtitles</i> — Turn the controller's vibration function and game subtitles on/off.■ <i>Voice Sound</i> — Toggle players' voices to be heard over the Xbox Communicator or speakers.
QUIT	Return to the Main Menu.